QUEST FOR MAKUTA

BIONICLE™

ADVENTURE GAME

QUEST RULES AND STORY

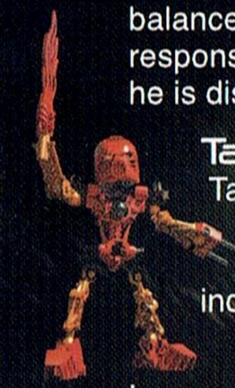
Once a paradise, the island of Mata Nui has become a place of darkness and fear, ruled by the evil Makuta.

But the islanders, known as Tohunga, have kept faith in the Legends of The Bionicle which tell them that six mighty heroes called the Toa will free them from Makuta and his beasts. The Tohunga worship and fear these Toa, building shrines to them in their Koros (villages).

One day, as legend foretold, the six heroes washed up on the island, each in a gleaming pod of unknown origin.

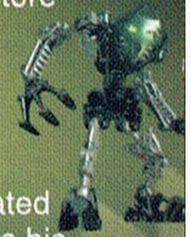
Now the Toa must explore Mata Nui and gather their six Great Masks of Power known as the Kanohi. With each mask they find, they will grow in knowledge, strength and power. The Turaga, the wise tribal chieftains of Mata Nui, must help and guide the Toa on their quest, as they roam the landscape searching high and low for the Kanohi.

Only when all of the Great Masks of Power have been found will the Toa be ready to fulfill their destiny to challenge Makuta and restore Mata Nui to its former glory.



Onua – Toa of Earth

Onua, the earth Toa, watches over the land and intervenes to restore balance when it is threatened. The Tohunga believe Onua is responsible for earthquakes, inflicting them on the villagers when he is displeased with the way they are caring for his domain.



Tahu – Toa of Fire

Tahu, spirit of fire, is the oldest of the Toa, having been created when the planet was formed. This hotheaded Toa makes his home in the fiery bowels of the Mangai volcano using his incredible balance to surf on lava flows.

Lewa – Toa of Air

Lewa, youngest of the Toa, is the spirit of air. Lewa controls the wind and the clouds, but hates water. The Tohunga believe the rains are a result of the conflict between Lewa and Gali, and thunder is the sound of their battle.

Gali – Toa of Water

The water Toa, Gali, is the only female among the six Toa. Though young, Gali is very wise. The Tohunga believe she is the sustainer of life, and they worship her more than the others.

Kopaka – Toa of Ice

As the spirit of ice, Kopaka inhabits the wintry slopes of Mount Ihu. Kopaka's personality reflects his icy exterior: gruff, calculating and coldly methodical in his actions. Although the Tohunga fear Kopaka's great power, they also value the protection he affords against Tahu's fire.

Pohatu – Toa of Stone

Pohatu, the ancient Toa of stone, is well liked by the other Toa for his rock solid dependability. The Tohunga revere Pohatu as the spirit that inhabits every rock and stone, constantly watching over them. They are careful not to anger him, as they are fearful of the landslides an enraged Pohatu can unleash.

OBJECT OF THE GAME

The object of the game is to be the first player to mount a successful challenge against the evil Makuta.

First you must find Makuta's secret temple. Then find the lock combination and locate the keys to open it before you attempt a challenge. You will not be alone. There are good Turaga to help you and Kanohi to give you powers.

The Island of Mata Nui is split into 20 interlocking sections. These sections are laid out in random order as you progress through the game. This is a game of discovery and challenge, different each and every time you play!

THE START BOARD

SETTING UP THE GAME

Separate the 20 playing boards. Locate the start board, and place it face up in the centre of the playing area. Shuffle the remaining 19 boards and place them face down in a pile near the playing surface.

Separate the tokens. Shuffle them and place them face down near the playing surface. You can tell when the tokens are face down, they will match the icons on the board.

Each player chooses a Toa and takes a matching Toa pawn and collector card for that Toa. Place your collector card face up in front of you. As you collect tokens, place them face down on your collector card so that other players can't see them.

Place your Toa pawns on the large space marked Toa Landing, the start space.

Place tokens on the start board, face down, matching the illustrations.

PORTAL SPACES
New boards can only be joined portal to portal.

TYPICAL BOARD
New boards can be placed facing any direction as long as the portals match.

TOKEN SPACES
Tokens are added to new boards matching the illustrations.

INTERLOCKS
Use interlocks to secure each new board in place.

STARTING THE GAME

Decide which player goes first by rolling the green die. The player rolling the highest number starts first. Play then passes in a clockwise direction.

All players start the game using the white die.

Other dice come into play as the game progresses.

On your turn, roll the die and move your Toa pawn around the board the same number of spaces rolled.

MOVING AROUND

- You may move your Toa pawn horizontally or vertically – NOT diagonally.

- You may move in any direction, but you may NOT double back on the same turn.

- An exact roll is NOT required to land on a token or portal. For example, if you roll a five you may, if you wish,

move two spaces and stop to land on a token.

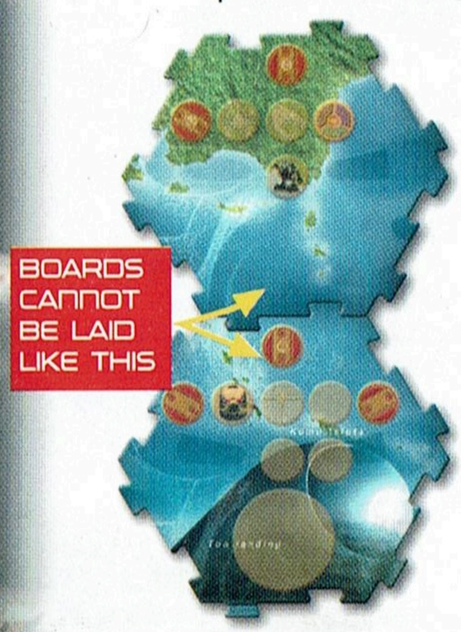
•Once stopped, you may not continue any further movement of the die roll unless instructed to do so by other action of game play.

•If you land on a portal space (see illustration above) you must take the next board from the face down pile and place it portal to portal with the space you are occupying.

•Boards can be added in any orientation as long as two portals link (see diagram). Look at each new board carefully. There may be advantages or disadvantages to you or other players depending on how the board is added.

•Once a board has been added, it cannot be moved.

•A board is added every time a player lands on a portal. This is how the board expands as players explore the island of Mata Nui.

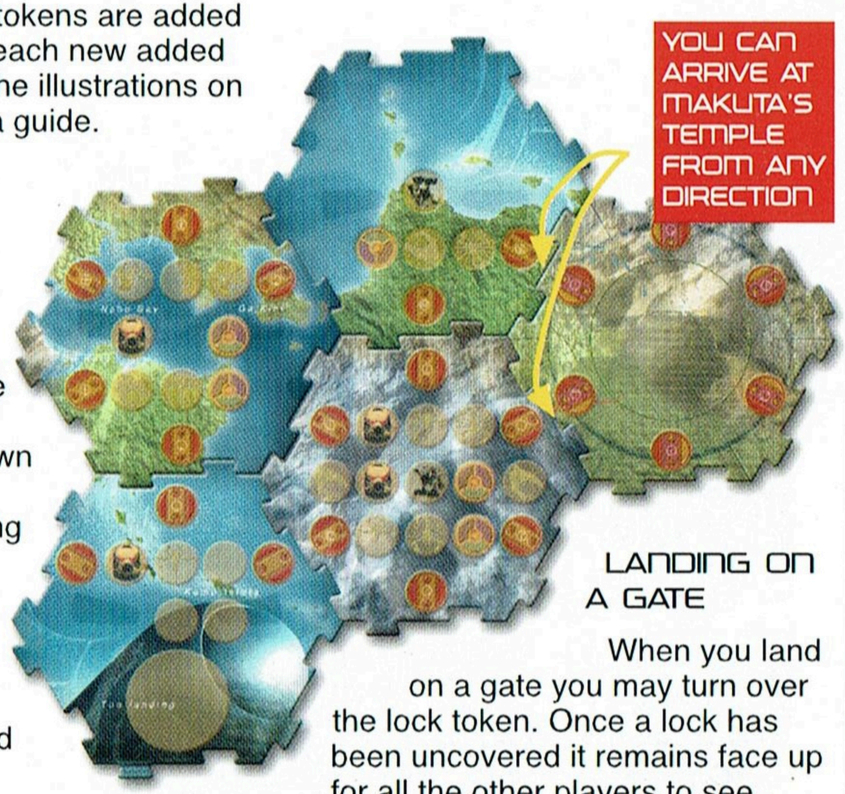


•All matching tokens are added face down to each new added board, using the illustrations on the board as a guide.

MAKUTA'S BOARD

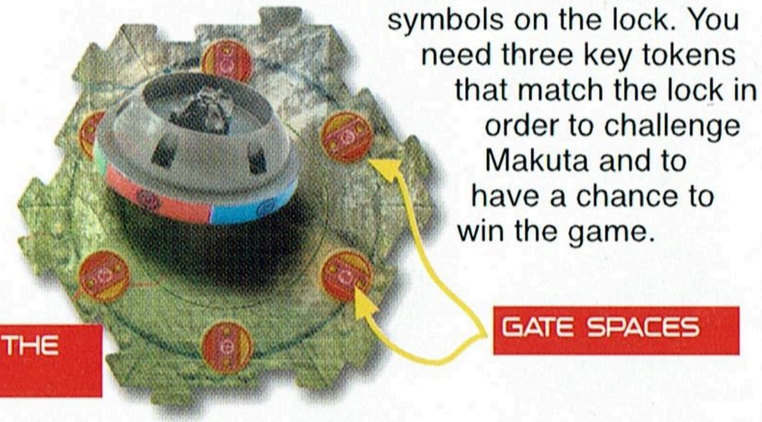
When you connect Makuta's board, put one Temple Lock token face down on the gate space adjoining the portal space where you placed the board. A Temple Lock token is placed each time a board links to Makuta's board.

Place Makuta's Temple in the centre of the board making sure that each colored segment aligns with one of the gates.



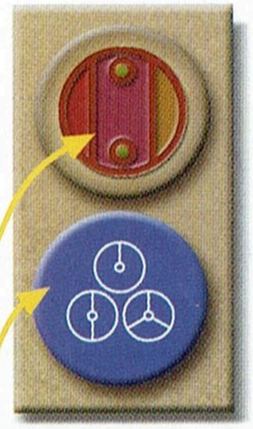
LANDING ON A GATE

When you land on a gate you may turn over the lock token. Once a lock has been uncovered it remains face up for all the other players to see. There is a code of three symbols on the lock. You need three key tokens that match the lock in order to challenge Makuta and to have a chance to win the game.



LOCKS AND KEYS

You collect key tokens by traveling around the board. Each gate lock has a different secret combination, so you do not know which key tokens you will need to collect.



LOCK TOKEN SHOWING REVERSE WITH 3 SYMBOL COMBINATION

KEY TOKEN SHOWING REVERSE WITH KEY SYMBOL

THIS KEY SYMBOL CAN BE USED AS ANY OTHER SYMBOL

Try to collect keys for the gates that have already been revealed, or try to challenge Makuta from a different gate.

A key token with a yellow symbol can be substituted for any other symbol.

You may use any number of tokens to form a key combination if you are lucky enough to find them!

You may keep no more than three key tokens at any one time. If you already have three, you may look at the new token and decide whether you want to keep it. The token you forfeit is placed face down on the start space.

KANOHI AND TURAGA

You will need to collect Kanohi tokens and Turaga tokens which will help you become wiser, faster, or more powerful.

You may have no more than four Kanohi in your possession and only one of either Kakama or Kaukau. If you collect too many masks you must return the extras to the start space.

Each Kanohi or Turaga token looks the same. Only after you have turned it over will you know what power it brings you!

KANOHI TOKENS

The Kanohi Great Masks of Power are sought by the Toa to aid them in their adventures. While Toa primarily use one particular Kanohi, they can use all the Great Masks.

KANOHI AKAKU Grants the power to see another player's tokens and to take one! To do this, you must land on the same space as another player. An exact roll is not required. Once used, this Kanohi is placed face down on the start space. Roll the die again to escape!

KANOHI HAU Grants the power of protection! While you have this mask, add five points to your die roll in any challenge.

KANOHI KAKAMA Grants the power of speed! While you have this mask, use the red die instead of the white one to travel the board and in any challenge.

KANOHI KAUKAU Grants the power of great distance! While you have this mask, use the green die instead of the white one to travel the board and in any challenge.

KANOHI MIRU Grants the power of levitation! You may use this mask to levitate directly to any other space on the playing surface. Once used, place this Kanohi face down on the start space.

KANOHI PAKARI Grants the power of strength! While you have this mask, add ten points to your die roll in any challenge.

TURAGA TOKENS

These tokens represent the Turaga, chieftains of the six tribes of the Tohunga. The Turaga are dedicated to the Toa, and keep the legends of Mata Nui alive.

MATAU Turaga of Le-Koro, Toa-Lewa
Matau, the leader of Lewa's Tohunga, is a renowned practical joker, but this brave warrior is very serious in his duty as the protector of Lewa's legend. His agreeable personality inspires fierce loyalty.

NOKAMA Turaga of Ga-Koro, Toa-Gali
Nokama, Turaga of the tribe pledged to Gali, knows more about the ways of the oceans, rivers and lakes than anyone else save the Toa herself. She says little, but all the Turaga respect her logic.

NUJU Turaga of Ko-Koro, Toa-Kopaka
Nuju, Turaga of ice, may seem aloof and uncaring, but this is far from the truth. He simply prefers to let his actions and generous deeds speak for themselves.

ONEWA Turaga of Po-Koro, Toa-Pohatu
Onewa is the Turaga of the easygoing and informal stone tribe. His friends know him as "The Referee" for the time he takes to make a decision. Whatever he decides is bound to be correct.

VAKAMA Turaga of Ta-Koro, Toa-Tahu
Vakama is famous for his quick temper and great courage, regardless of the odds. He's an admirer and protector of all who show courage, and he wields an ancient firestaff in honor of his Toa, Tahu.

WHENUA Turaga of Onu-Koro, Toa-Onua
Whenua guides work in Onu-Koro's vast complex tunnels as well as the quarry, seeing problems a day before they occur. He's always ready to help those around him solve problems.

TURAGA

The Turaga add to a Toa's power. Each Turaga you hold increases the value of your die roll in a challenge.

You may only have a maximum of two Turaga in your possession at any time.

To collect a token you must land on a space with a token. You do NOT have to land by exact number, though once stopped, you may not continue with your move.

If you already hold the maximum Turaga tokens allowed and collect another, you may look at the new token and decide whether you want to keep it. The token you forfeit is placed face down on the start space.

For each Turaga you collect that belongs to your Toa, add ten points to your die roll in a challenge.

For each Turaga you collect that does NOT belong to your Toa, add five points to your die roll in a challenge.

RAHI

Rahi are the evil creatures that inhabit the island of Mata Nui. They are dedicated to defending the dark and fearful regime of Makuta. You will find them clustered around the Turaga, Kanohi, Temple keys and sometimes the portals between island segments.

You cannot pass over a Rahi. At times it may be possible to go around them. To challenge a Rahi, you must land on a space with a Rahi token. This does NOT have to be by exact count, although once stopped, you may not continue with your move – you must challenge!

CHALLENGING

When you land on a Rahi token, you must challenge! Turn over the Rahi token to see its strength. This is the number you must beat in a single roll of a die.

For example, you challenge a Rahi Muaka with a value of 18.

The die you roll in any challenge is the die you are currently using. In addition to the die roll, add on any other points from your Turaga or other Kanohi. For example:

You are Toa Tahu, you have:		
Kanohi	***Pakari***	***= +10***
Turaga	***Vakama***	***= +10***
Turaga	***Whenua***	***= +5***
You roll a		***4***
Total Score		***29 points***

Once you know the value of the Rahi, you can use any combination of Kanohi and Turaga in a challenge. Use minimum power so that you keep the contents of your collector card a secret. Remember, someone may have the Kanohi Akaku!!!

RAHI NUI-RAMA

A low level Rahi which can be bothersome in the early stages of your quest.
Value: between 1 and 7

RAHI NUI-JAGA

These Rahi can catch you unprepared if you do not have a Kanohi or Turaga.
Value: between 7 and 13

RAHI MUAKA

To be avoided until you have a Kanohi or Turaga.
Value: between 13 and 20

IF YOU WIN A CHALLENGE

If you beat the number on a Rahi token, then you have won the challenge. The Rahi is removed from the board and is no longer in play.

You immediately take another turn.

You may link several challenges together to progress on the board or move past the Rahi and collect what they were guarding!

IF YOU LOSE A CHALLENGE

If you do not beat the number on a Rahi token, then you have lost the challenge.

You immediately lose one Temple key, Kanohi or Turaga if you have one. This item is chosen and taken from you by the player to your left and is placed under the Rahi which remains on the board face down.

Move one space back from the Rahi in the direction from which you came.

IF YOUR CHALLENGE IS A DRAW

If you roll the same as the number on a Rahi token, then the challenge is a draw.

You must move one space back from the Rahi in the direction from which you came.

You do not lose any item from your collector card .

CHALLENGING MAKUTA

If you land on a Temple lock and you have the three keys that you need (see the locks and keys), you may challenge Makuta.

This is done in two stages:

STAGE ONE

Determine Makuta's power. To do this, roll the white die once and rotate Makuta's temple clockwise the number you have rolled. Each colored segment is one movement.

Once you have a colored segment facing you, then you will know the power of Makuta.

18 POINTS
20 POINTS
22 POINTS
24 POINTS
26 POINTS
28 POINTS

STAGE TWO

Challenging Makuta is similar to challenging a Rahi, but the risk is greater as Makuta is much more powerful than any Rahi.

Roll the die and add on points using your Kanohi and your Turaga. You must have points greater than Makuta's power.

IF YOU DRAW OR ROLL LESS

Then you have lost the challenge.

You immediately lose ONE Temple key or Kanohi or Turaga if you have one.

This item is chosen and taken from you by the player to your left who places it face down on the start space.

The player to your left also moves your Toa pawn to ANY space on the playing surface NOT occupied by another player or token.

IF YOU ROLL MORE

Then you have won the challenge and...

...WON THE GAME!

A FEW NOTES

Tokens returned to the start space are placed there face down.

The start space counts as one space as you pass over it.

If you land on the start space you may, without looking, take one of the tokens that has been left there.

Toa can only pass to and from each segment of the board via a portal space.

Board segments can be connected in any orientation as long as you match a portal with the portal that you are joining.

Placing a board is strategic. For instance, you may block the path of another Toa, or make getting to a Kanohi or key easier for you depending on how the boards are positioned.

FOR YOUNGER PLAYERS

For younger players or those not familiar with the Legends of the Bionicle, these notes will get you playing quickly. Be sure and refer to the Bionicle Quest Rules and Story for all of the details.

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1 Quest Rules and Story Booklet
1 Makuta Temple Piece

Mata Nui	**Island**
Tohunga	**Islanders**
Toa	**Mighty Heroes**
Kanohi	**Masks of Power**
Turaga	**Tribal Chieftains**
Rahi	**Evil Creatures**
Makuta	**The Evil One**

•Start using the white die. Movement is vertical or horizontal.

•Exact die rolls are not necessary to land on a particular space.

•Boards are added each time a player lands on a portal space.

•You need three key tokens to enter a temple gate and challenge Makuta.

•You may only have three key tokens at any one time.

•Kanohi and Turaga tokens give you additional power.

•You may only have four Kanohi at any one time.

•You may only have two Turaga at any one time.

•You must have the correct secret keys to challenge Makuta.

FINALLY

A game, while designed to be competitive, should be fun.
As long as all players are in agreement on how to play, be flexible.
But most of all – Enjoy!

ISLAND OF MATA NUI

Are you clever enough to unlock the secrets of the island?

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